RPG Maker 3™

~Instruction Manual~

EVERYONE 10+

CONTENT RATED BY ESRB

agetec®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

RPG Maker 3

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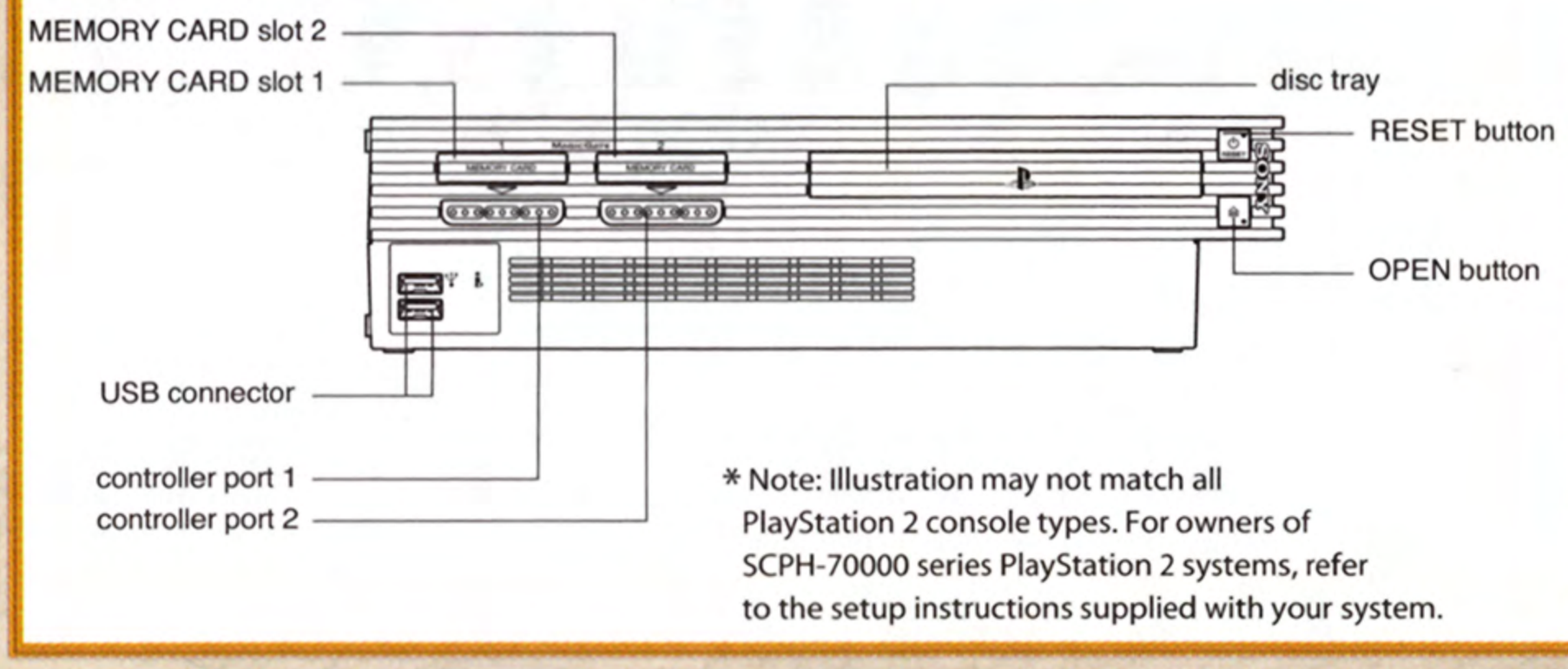
** DVD-ROMS are easily damaged by dust and scratches. Please handle discs with care.*

Getting Started



* Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

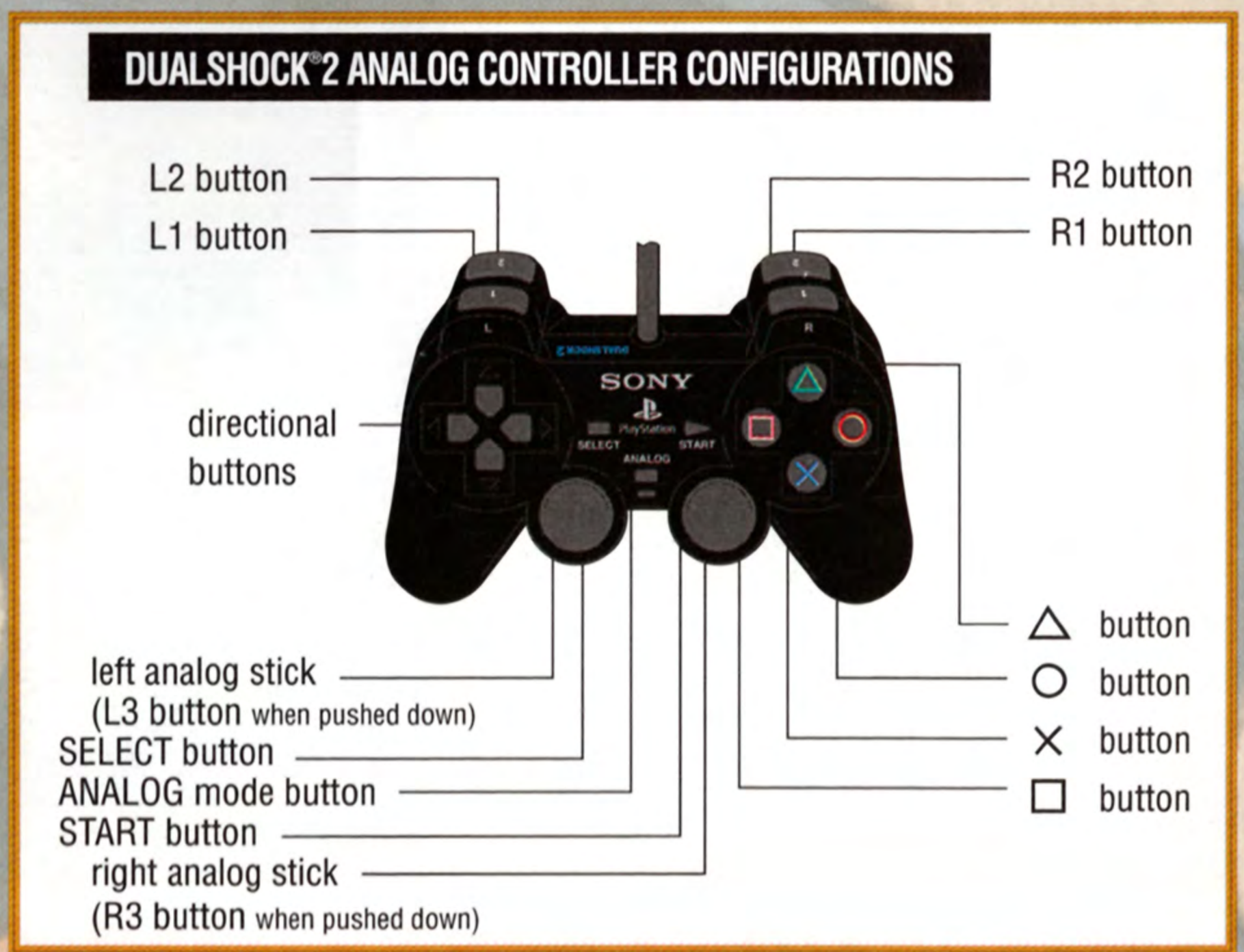
SETTING UP YOUR PlayStation®2 CONSOLE

Set up your PlayStation®2 console according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the RPG Maker 3™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach a DUALSHOCK®2 analog controller and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB) (FOR PlayStation®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 console. You can load saved game data from the same card or any memory card (8MB) (for PlayStation®2) containing previously saved games.

Controller Diagram



EDITOR CONTROLS

Left analog stick/directional buttons	Highlight/Select Item
⊗ button	Confirm Selection
◎ button	Cancel Selection
L1 button	Turn a Page
R1 button	Turn a Page
SELECT button	Display Operation List/Processor Graph

Note: There are other editor operations available other than the ones shown above. Refer to each editor's page for more details.

GAME CONTROLS

Directional buttons	Move Character/Move Cursor/Select Target During Battle
Right analog stick	Move Camera
⊗ button	Talk/Examine/Confirm
◎ button	Cancel Selection
▣ button	Display Menu
△ button	Run
R1 button	Advance Time (During Playtest)
R2 button	Quick Turn
START button	Pause
Left analog stick	Move Character

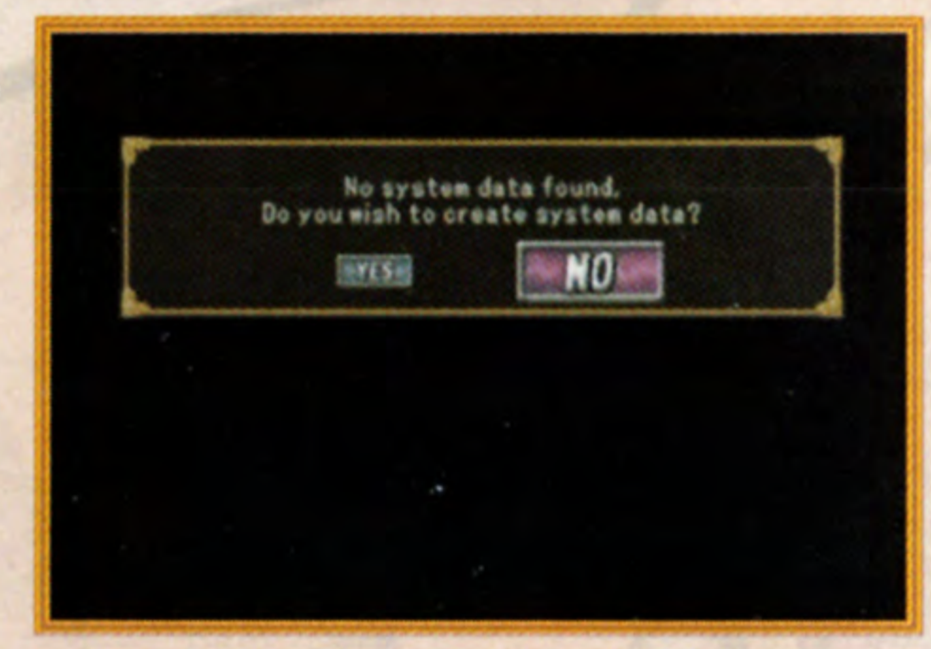
Tips & Strategies: Processor Graph

When the SELECT button is pressed within an editor, you can turn on/off the Operations Guide and switch to the Processor Graph. The Processor Graph displays the PlayStation®2's processing conditions. The more objects and more complicated maps you include, the more the game's processing speed is influenced. Use this display to create a smoothly running game.

Starting Up

STARTING A NEW GAME

When you boot up RPG Maker 3 for the first time, you will be asked if you wish to create system data. Choose "Yes" and press the ⊗ button.



SAVING A GAME

To save your game during play, approach a Save Point and follow the on-screen instructions that appear. When asked if you would like to save your progress, choose "Yes" and press the ⊗ button to confirm your selection. RPG Maker 3 has slots for up to three different save files.

Note: You can also save your game data by choosing the "Save" command on the Configuration Menu when on a field map.

Tips & Strategies: Saving Created Data

If the game you have created has not been stored on a memory card (8MB) (for PlayStation®2), you will not be able to save while playing.

LOADING A SAVED GAME

You can load a previously database by choosing "Load" from the Title Menu. Select the data to load and press the ⊗ button to confirm your selection.

Title Menu

Pressing the START button at the Title Screen will take you to the Title Menu. Use the left analog stick or directional buttons ↑ and ↓ to cycle through your choices and press the ⊗ button to confirm your selection. The Title Menu has the following options:

Edit: This is the editor portion of the game where you can create your own RPG.

Play: Selecting "Play" allows you to play your created game based on the loaded database. Once a database has been created and saved, you can select "Start" to play the game from the beginning and "Continue" to continue the game from where it was previously saved.

Options: Selecting "Options" allows you to change the game's various settings. Refer below for further information.

Load: The "Load" option allows you to load a saved database to the editor. The data can be drawn from a memory card (8MB) (for PlayStation®2) or the sample data stored in the game. Select the data to load and press the ⊗ button to confirm your selection.

OPTION MENU

Select an option by moving the cursor using the directional buttons ↑ or ↓. To change certain options, such as BGM Volume, SFX Volume, Editor Background, Editor BGM and String Input Type, press the directional buttons ← or → when they are selected. When these options are highlighted, pressing the ⊗ confirms your changes and returns you to the Title Menu. To access the remaining options (HDD Install, HDD Uninstall, Reset Database and Credits), highlight them with the cursor and press the ⊗ button to confirm your selection. Pressing the ◎ button at any time cancels your changes and returns you to the Title Menu. The Option Menu includes the following categories:

Editor BGM/SFX Volume: You can adjust the volume of the background music and sound effects. 0 is the lowest and 100 is the loudest.

Editor Background: Set up the background displayed in the editor feature. When "Auto" is selected, the background is automatically displayed according to the editor.

Editor BGM: Set the background music for the editor feature.

HDD Install: This feature allows you to install the RPG Maker 3 application data to the internal hard disk drive (40GB) (for PlayStation®2).

HDD Uninstall: This feature allows you to uninstall the RPG Maker 3 application data from the internal hard disk drive (40GB) (for PlayStation®2).

Reset Database: Selecting this clears the currently loaded database.

Credits: View the developer credits.

String Input Type: Select this option to change the text input type from a keyboard-style layout (Type 0) to an alphabetical-style layout (Type 1).

Playing the Sample Game (Dear Brave Heart)

Before attempting to create your own RPG, take some time to play the sample game, "Dear Brave Heart."

HOW TO PLAY

In order to play "Dear Brave Heart", select the “Load” option from the Title Menu and select "Dear Brave Heart." Once the sample data is loaded, go back to the Title Menu and select "Play." You can start from the game's beginning by selecting "Start," and "Continue" will let you resume a previously saved game.

"Dear Brave Heart"

One thousand years ago, the great sage Solomon used his power to seal the 72 Devils and bring peace to the world. Now, the seal has been broken and chaos is about to engulf the world once more. Yet hope still remains. A new generation of heroes is rising up, who focus their willpower in magical Soul Cards to become Soul Masters. This is the story of one such young hero, who sealed four of the 72 Devils...

THE GAME SCREEN (EXPLORATION)

❶ Main Character

The hero you control during the game.

❷ Current Location

The name of the map area you're currently in.

❸ Compass

Lets you know which direction the main character is currently facing.

❹ Current Time

The position of the sun (or moon) in the sky indicates the time.

❺ Event Marker

This will display when you approach an object that can be examined, or a character that you can talk to.

- **Event Marker**

An Event Marker, which is represented by an "!", typically means that the object or character can be interacted with. When there is an event marker displayed, approach the object or character and press the ⊗ button. You can trigger some events simply by touching the object or character. Not all characters respond the same way all the time.

- **Saving**

Saving can be done at specific Save Points. When using a Save Point, you can save your data to up to three different save slots. You can also save your game at anytime when on a field map. This is done by choosing the “Save” option in the Configuration Menu.

Note: When starting the game after loading the sample game "Dear Brave Heart" from the Title Menu's Load option, you will not be able to save the play data. In order to save your game, you must first save the database in advance.

TREASURE SCREEN

The Treasure Screen is displayed after a battle or when you open a treasure chest by approaching it and pressing the ⊗ button. If your character and/or the rest of your party members have more than ten items in their inventory, you'll need to do some exchanging. Select the item you want to keep in the upper left column, choose a character you want to assign it to in the upper right column, then select the item to exchange with the obtained item in the lower column. Items currently equipped or ones that have a value of 0 cannot be exchanged. When finished, press the ◉ button to return to the game.

MENU SCREEN

The Menu Screen can be accessed anytime during gameplay by pressing the ▣ button. This screen displays useful information, such as your characters' Status Info, Items, Skills, Party Formation and the Configuration Screen. Use the left analog stick or directional button to cycle through your choices and press the ⊗ button to make your selection. Once a character has been selected, you can cycle between the others in your party by pressing the L1 and R1 buttons.

• Status Information

The Status Information Screen is where you can view and manage your character and party members' stats, equipment, skills and other important information. Use the left analog stick or directional buttons ← and → to select a category and press the ⊗ button to access each particular menu (with the exception of Status).

Status: Displays your characters' information and attributes, including Race, Class and Experience Points.

Item: Displays the current items in your inventory. Highlight an item with the cursor and press the ⊗ button for a brief description. Once selected, pressing the △ button will show the number of uses remaining for each item.

Skills: Displays the special skills learned for each of your characters. Once selected, pressing the △ button will show how many Magic Points each skill consumes.

Battle Skills: Displays your characters' battle skills.

Treasures: Displays the treasures you've acquired. To learn more about each treasure, highlight it with the cursor and press the ⊗ button.

• Items

The Item Screen allows you to equip and use the items in your inventory. Once an item is highlighted and selected by pressing the ⊗ button, you can execute a variety of commands.

Use: Use the selected item. Some items may require you to select a target depending on its effect.

Unequip/Equip: This command allows you to equip and unequip equippable items (weapons, armor, etc.). When an item is equipped, the letter "E" will be displayed to the left of it.

Give: Hand an item to another character in your party. If the character you want to give the item to has ten items in his inventory, you will not be able to give him anything until he's made room for it.

Discard: Discard items. Items currently equipped, or whose value is 0, cannot be discarded.

• Skills

This screen allows your character to use his or her learned special skills. Select a skill from the list and press the ⊗ button. You may have to choose a target depending on the chosen skill's effects.

• Formation

This screen allows you to actively switch your party members' battle positions, as well as choose who will be your active character. To switch positions, select a character by pressing the ⊗ button then use the left analog stick or directional buttons to choose where they will stand in battle. Characters placed in front will be attacked more frequently than those in the back, while those placed in the back cannot directly attack unless they possess ranged weapons (such as a bow and arrows). The active character is the one who will be shown when not in battle.

- **Config**

Change the game options as well as save your progress.

BGM/SFX Volume: Adjust the game's volume for the background music and special effects. This function is the same as in the Option Menu.

Save: Save your game data. This option cannot be used outside of a field map.

Return to Title Screen: Quit your game and return to the Title Screen.

THE GAME SCREEN (BATTLE)

❶ Current Location

The name of the map area you're currently in.

❷ Party Members

The characters that make up your current party configuration.

❸ Enemy Party

The monsters'/enemies' party.

❹ Status

Your party's status. Each character's gauge indicates the amount of time until the next action can be executed.

CHARACTER COMMAND

During battle, the Character Command is displayed when it's the character's turn. Select the command with the ⬆ and ⬇ directional buttons and then press the ⊗ button to execute it.

- **Attack**

A direct attack. Select the monster you want to attack with the ⬆ and ⬇ directional buttons and press the ⊗ button. Unless your character possesses a ranged weapon, he can only attack monsters that are positioned in the front line of the party.

- **Defense**

Selecting defense will cause your character to attempt to block the enemies' attacks, potentially reducing the amount of damage inflicted.

- **Use Items**

Use an item in your inventory. Depending on their effects, some items require you to choose a target.

- **Use Skills**

Use a special skill or magic your character has learned. Some skills will require you to choose a target and most will cost you Magic Points.

- **Escape**

Choosing the Escape option will give you a chance to run from the battle. Unfortunately, a successful escape is not always guaranteed. In addition, you will not be able to select the Escape option for battles that occur in special events.

ABNORMAL STATUS

Certain enemies have the power to inflict abnormalities in battle, which include the ability to poison, slow down, and even stop time.

Poison: When a party member is poisoned, he will receive continuous damage every turn. The higher the poisoned character's HP is, the more damage he will receive. This condition will last even after a battle has been won.

Slow: The inflicted party member will have to wait longer for his turn, allowing the enemy to potentially get in extra attacks.

Pause Time: Your character will not be able to take any action throughout the duration of the battle, including avoiding enemy attacks.

Creating a Game!

Now it's time to create your very own RPG! RPG Maker 3 has a very robust and deep editor, but it's also extremely user-friendly and easy to understand. The following instructions will give you detailed explanations for everything you need to get you on your way to creating your own adventure. Be sure to read through this portion of the manual thoroughly and refer to it often if you need some assistance or run into some difficulties when creating a game.

MAIN MENU

When you're ready to create your own RPG, select "Edit" from the Title Menu, which displays the Main Menu. The Main Menu has four categories and each has a set of sub-categories.

- **The World**

This is where you will find the building blocks to create your own virtual world, including the Field Map, Towns and Dungeons. The list of editors in this category is: Field Editor, Town Editor, Dungeon Editor and Layout Editor.

- **Story and Rules**

This is where you create your RPG's story and events, and then test them out. The list of options in this category is: Storyteller Editor, Events, Story Settings and Playtest.

- **Characters & Items**

This is where you create the characters, NPCs, monsters and items that will be found in your game. The list of options in this category is: Classes, People, Monsters, Monster Parties and Items.

- **Data Management**

This is where you manage your database. From this menu you can Load, Save and access the Database.

SPECIAL EDITOR ACCESS

Many editors available in RPG Maker 3 can be used for a variety of different purposes. Typically, you will access these editors from the Main Menu, but in some instances, you will be able to access one from another. For example, when placing a town on the field map, you can build the town at the same time you are positioning it instead of pre-building it in advance. Since you don't have to return to the Main Menu every time, this will streamline your process and make it easier to use.

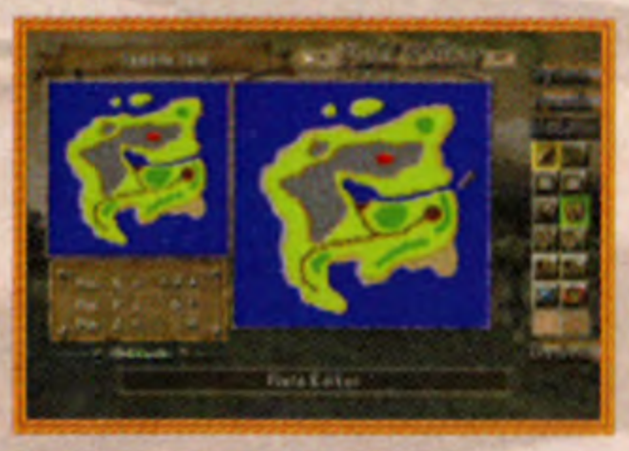
RPG CREATION EXAMPLE

Below are a handful of simple steps that show how easy it is to create your own RPG.

1. Create a Character

The first thing you'll need to do is create a hero - the main character of the game. You can create your main character in the Characters & Items category from the Main Menu. Create an occupation for him using the Class Editor (you can create your own or pick from a variety of samples). If your main character will not be participating in battles, creating an occupation in advance is not a necessity.

2. Create a Field Map



Next, create a field map - the environment in which the characters will explore and roam on their adventure. You can create a field map by choosing The World category from the Main Menu. The field map can be created from scratch by choosing the “Field” option and then selecting “New.”

3. Place a Town

Choose “Town” from The World category and select “Load Sample.” Once you've selected a pre-made town, you can then exit and use the Layout Editor (from The World category) to position it on the field map (you can also do the same thing with dungeons). Using the Layout Editor, you can also create new towns and dungeons at the same time as positioning them. Including positioning events (described next), you will spend most of your time in the Layout Editor.

4. Create an Event

New events are positioned and created using the Layout Editor. Once created, choose the Events option in the Story and Rules category to modify the events, which will become the backbone of your RPG. From this menu, you will be able to script your story and scenarios that make up your game. The event's actions are set up in detail by using Event Codes.

5. Choose Game Settings

Your basic set-up is just about done. But, before you can try it out, you'll first need to finalize a few more settings, such as the story's basic settings. Choose the Story and Rules category and then Story Settings. In this menu, you can select certain settings, such as the starting location, prologue, game over, as well as the weather, season, amount of gold, etc.

6. Test Play

When you're ready, choose the Playtest option from the Story and Rules category to make sure everything you've created works. If there are settings that you don't like, you can go back and make the appropriate changes.

7. Edit Other Database

You'll find there are a variety of other options and editors that you may not have used. Starting out, we recommend you try out the sample data, of which we've created a large amount. When you're familiar with the menu system and ready to create on your own, try making a unique RPG using your own style and originality.

8. Finish!

Repeat these steps until you make an RPG that you are satisfied with. Make sure to share your adventure with your friends and get their feedback. With RPG Maker 3, your imagination and creativity are the tools for making an amazing game.

Using the Editors

Many of the operations explained below apply to all of the game's editors, so please take the time to read through them carefully.

INPUTTING TEXT

When inputting text, whether it be assigning a character a name or typing in your story, you'll need to learn how to use the on-screen keyboard.

- **Text Box**

When inputting text, it is displayed inside a text box and an on-screen keyboard allows you to type in what you want. When the keyboard is displayed, a small box is displayed above to the right. The number on the left tells you how many characters you've typed while the number on the right tells you how many total can fit in the box. Use the directional buttons to place the feather-shaped cursor on the key you want to type and press the ⊗ button to select the character. Pressing the ▣ button backspaces the cursor and deletes the letter. Pressing the △ button deletes the character to the right of the cursor. Pressing the L3 button inserts a space at the cursor. Pressing the R3 button inserts a return and moves you to the next line. If you press and hold the R1 button, you can use the directional buttons to move the text cursor. When you're done, press the ◉ button to exit.

OPERATIONS FOR TEXT INPUT

Directional buttons	Move the cursor/select the letter to change
⊗ button	Confirm letter
◉ button	Cancel
▣ button	Delete and backspace
△ button	Delete one letter to the right
Hold R1 button + directional buttons	Freely move cursor
SELECT button	Operation List/Processor Graph
L3 button	Insert a blank space
R3 button	Insert a return

INPUTTING NUMBERS

When inputting numbers (such as assigning gold), a small number box will appear. You can position the small arrow-shaped cursor underneath the number you want to change using the left analog stick or directional buttons ← and →. To change the number or amount, use the left analog stick or directional buttons ↑ and ↓. Press the ⊗ button to confirm the change.

Note: The numbered amount you select cannot be more than the max, which is displayed on the upper row of the number box.

DATA LIST SCREEN

When any of the editors are selected a data list screen will appear. You will be able to carry out a variety of actions in this screen.

- **Create New/Load Sample**

Create new data or load a pre-made sample.

- **Edit, Delete and Copy**

Edit, delete and copy your created data.

- **Change the Order From Top-Down or Bottom-Up**

Adjust the order of the list to your liking.

Field Editor

This is the editor for the field map, which is a basic element for your world. Your field map can be created in various shapes and can be positioned in different altitudes. The Field Editor has many options, which spread across several pages. You can cycle between these pages using the L1 and R1 buttons.

BASIC FIELD SETTINGS

❶ Name/Description
Input the name and description of the field.

❷ Create Field
Create the field. Refer to page 13-15 for more details.

❸ Load a Map
Load sample field map data.

❹ Preview Field
Preview the field by having your character walk on your created field map. To do this, you must first select a starting position (red-flashing areas cannot be selected).

ENVIRONMENT SETTINGS

❶ BGM
Select the background music to be played in the field map.

❷ Climate
Set the climate for your field map. This option will influence the pattern of the landscape and viewing distance.

❸ Season, Time and Weather
Set the season, time and weather of the field map. Each setting influences the visual setting of the environment.

Note: Choosing the default setting for season, time and weather will cause the initial settings to be at "spring" for season, "morning" for time, and "sunny" for weather. These pre-set parameters will change according to RPG Maker 3's game clock.

❹ Field Background
Turn the field background on and off.

❺ Field Elevation
Set your field map's elevation.

❻ Allow/Suppress Magic
Change whether or not magic can be used on the field map.

❼ Amount of Trees
Change the number of trees on the field.

ENCOUNTER SETTINGS

❶ Terrain
Select the terrain where random monster encounters occur.

❷ Random Encounter Rate
Set the probability of encountering enemies from four pre-set patterns: Low, Medium, High, Always. This option can be set up for each map's terrain.

❸ Monster Parties
Register up to four monsters parties per terrain for a total of 32 per field map.

Creating a Field

There are two modes in the field creating process: Terrain Editing and Altitude Creation. In the Terrain Editing mode, the environment, such as woods and deserts, can be positioned and placed on the field map. In the Altitude Creation mode, the altitude of the land can be set.

HOW TO READ THE SCREEN

❶ Whole Map

This section is the whole diagram of the field map. The area surrounded with a red square indicates the displayed editing area. The displayed area can be changed with the L2 and R2 buttons.

❷ Editing Area

This is the area in which you can create your field map. In Terrain Editing mode, the landscape assigned to the ⊗ and ◎ buttons will be positioned in the location where the cursor is placed. In Altitude Creation mode, you can morph the landscape by raising it or lowering it using the ⊗ and ◎ buttons.

❸ Information Displayed

When creating a field, the current location of your cursor is displayed by X (cross), Y (perpendicular) and Z (height) coordinates in the bottom left corner of the screen. Just below this box, the current editing mode you are in is displayed. "G-Mode" indicates you are in the Terrain Editing mode and "V-Mode" indicates your are in the Altitude Creation mode.

❹ Tool Icons

Similar to an art application, your editing tools are displayed as icons along the left hand side of the screen. To select a tool, position the cursor on top of it and press the ⊗ button. See the next page for the list of tools and their functions.

FIELD EDITOR CONTROLS

	Terrain Editing Mode	Altitude Creation Mode
Directional buttons	Move cursor	Move cursor
⊗ button	Draw terrain	Raise landscape
◎ button	Draw terrain	Lower landscape
□ button	Select terrain	
△ button	Cursor shortcut	Cursor shortcut
L1 button		Shrink tool size
L2 button	Zoom out	Zoom out
R1 button		Expand tool size
R2 button	Zoom in	Zoom in
SELECT button	Operation List/Processor Graph	Operation List/Processor Graph
START button	Overlay mode	Overlay mode
Left analog stick	Move cursor	Move cursor
Right analog stick	Move editing area	Move editing area
L3 button	Undo	Undo

HOW TO USE THE TOOL ICONS

Pen

Use this to draw the terrain in freehand using the cursor and the ⊗ or ◉ button.

Line

This draws the terrain on a straight line, connecting two points. First, select the starting point with the ⊗ or ◉ button. Then move the cursor to the ending point and press the ⊗ or ◉ button.

Box

This draws the terrain in the shape of a rectangle. Determine the rectangle's size and shape by making a line, which the tool interprets as a rectangle. As with the line tool, select the starting point with the ⊗ or ◉ button, move the cursor to the desired ending point, and then press the ⊗ or ◉ button again.

Circle

This draws the terrain in the shape of a circle. Select the center of the circle with the ⊗ or ◉ button. Move the cursor outward to determine the size of the circle, and then press the ⊗ or ◉ button to confirm your selection.

Fill

Fills an area indicated by the cursor with the selected type of terrain. Move the cursor to the area you wish to fill, and press the ⊗ or ◉ button.

Tool Size

This option lets you increase the tool size by increasing the thickness of the lines drawn with the Pen and Line tools. You can alter a line's thickness according to one of three multipliers: "x1," "x2," and "x4." Larger numbers increase a line's thickness more.

Zoom Display

Zoom in or out on the area you're currently editing. The L2 and R2 buttons also perform this function.

Select Terrain

Select the terrain you wish to place. First, press the ▣ button to call up the terrain selection window. Then, press the ⊗ or ◉ button while highlighting a terrain icon with the cursor to assign it to the ⊗ and ◉ buttons. Close the window with the ▣ button when you're finished.

HOW TO USE THE ALTITUDE TOOLS

Use the following tools to select the shape of the landscape:

Rounded

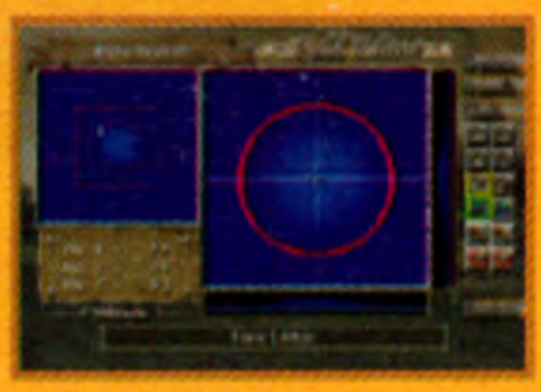
Mound

Sloped

Bump

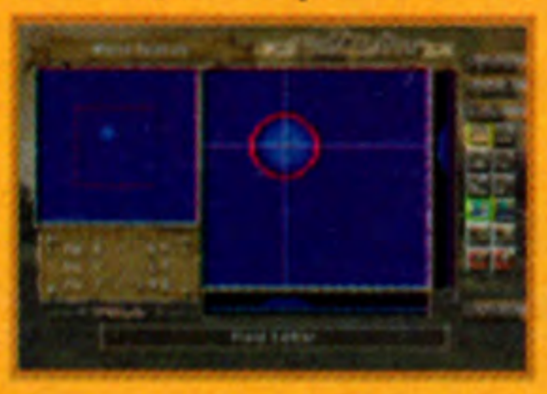
Smooth

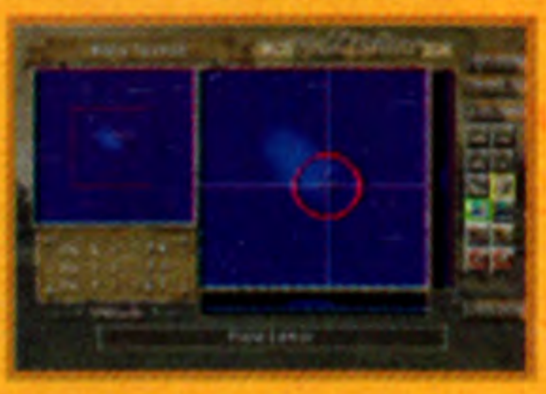
This tool flattens a selected area so that the altitude is uniform.



Stretch

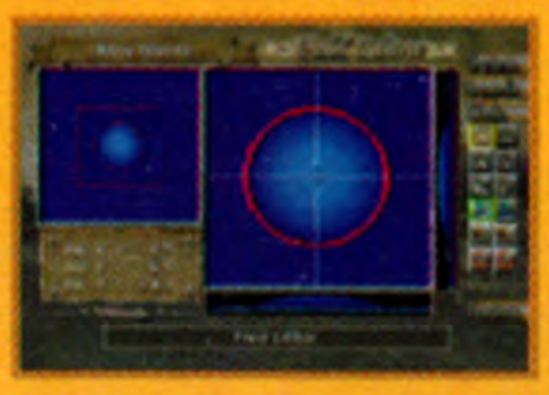
This tool stretches (smears) the selected landscape. Press the ⊗ button, and move the cursor, to expand the altitude in that direction.

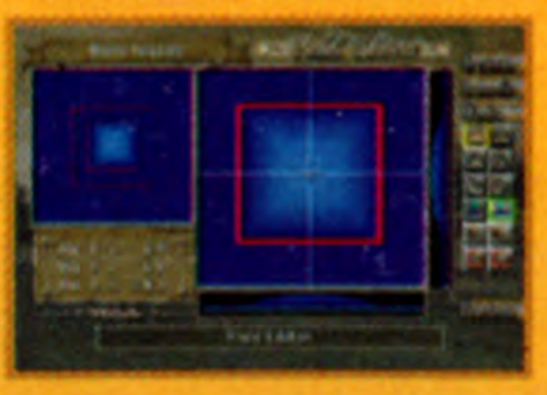




Tool Shape

Form the tool in the shape of a circle or square.





Zoom

Zoom in or out of the area you're currently editing. The L2 and R2 buttons also perform this function.

Adjust Tool Size

This adjusts the current tool's size. The L2 and R2 buttons also perform this function.

❺ System

When you open the System Menu, you can select from the following functions:

Cancel: Closes the System Menu.
Reset Terrain: Returns the field map being edited to its default state.
Save: Saves the field map being edited, but you may continue working after the save process is complete.
Save and Exit: Saves the field map being edited and returns you to the Field Editor menu.
Exit Without Saving: Returns to the Field Editor menu without saving your edits.

❻ G-mode, V-mode

This option lets you switch between G-mode (terrain editing) and V-mode (altitude editing).

❼ Undo

This option lets you cancel your previous action and return to the step before. You can go as many as four steps back using this command. However, some actions cannot be undone using this command.

❽ Preview

This lets you preview how the field map you created looks during gameplay. You are able to select the point on the map where a character starts, and test the area by moving the character around on it. When you select the starting point, you cannot select any areas that flash red. In an actual game, the red area around the field map is the area where the character cannot walk.

Town Editor

In RPG Maker 3, all villages, towns, castles and other such locations placed on a field map are generically called "towns." You use the Town Editor to create all of the town maps you'll use in your RPG. If you wish, you can include special features like castles and warp points in some of your towns. The Town Editor, like the Field Editor, has many options which spread across several pages. You can cycle between these pages using the L1 and R1 buttons.

BASIC TOWN SETTINGS

❶ Size

When you create a new town, you determine the size of the town by selecting what kind of town it will be.

❷ Name and Description

Enter the name and a brief description of your town.

❸ Graphic Type

Choose what type of graphic represent the town when it shows on the field map.

❹ Graphics Preview

Displays the graphic that represents your town. The graphic can be rotated using the right analog stick.

ENVIRONMENT SETTINGS

❶ BGM/Castle BGM

Select the BGM that plays in the town. If it includes a castle, then the BGM for the castle area may also be selected.

❷ Allow/Suppress Magic

Use this option to make magic unusable in your town.

❸ Atmosphere

These options let you select the season, time of day, and weather conditions affecting your town. What you select will affect the look of your town.

❹ Field Map Name

The name of the field map where the town is located is displayed here.

TOWN ENTRY SETTINGS

❶ Initial Setting

This option lets you set whether or not characters can enter the town from the field map.

❷ Message (If Entrance Is Not Allowed)

This is the message that will display if a character tries to enter a town that cannot be entered.

CASTLE SETTINGS

❶ Entrance Settings

This lets you determine when the castle may be entered.

❷ Message (If Entrance Is Not Allowed)

This is the message that will display if a character tries to enter a castle that cannot be entered.

OPEN LAND SETTINGS (FOR LARGER TOWNS ONLY)

❶ How to Use Open Land

These options let you select whether to add large, open areas to your town. You may place a landing pad that transports the party to another town. You can also select the representation for the landing pad from one of three different graphic representations.

❷ Cost and Destination

This function lets you set the destination of the landing pad, and the cost to the character for use.

❸ Preview Town

You may preview what your map settings look like with this option. You may set the starting point on the map and move a character around the map.

Dungeon Editor

In RPG Maker 3, towers, caves, and other such areas on the field map are generically called "dungeons." Dungeon maps are special, and you create them with the Dungeon Editor. You can use the editor for simple tasks, like positioning walls and passages, and also to place monsters and traps. The Dungeon Editor's menu offers many options, and you can cycle between its various pages by using the R1 and L1 buttons.

BASIC DUNGEON SETTINGS

❶ Name and Description
Enter the dungeon name and the details of its description.

❷ Create Dungeon
This option allows you to enter the dungeon creation editor.

❸ Graphic Type
Selects the graphic that will be placed on the field map to represent the dungeon.

❹ Preview
Displays the graphic of your dungeon. The graphic can be rotated using the right analog stick.

ENVIRONMENT SETTINGS

❶ BGM
Select the BGM that plays in the dungeon.

❷ Allow/Suppress Magic
Use this option to make magic unusable in your dungeon.

❸ Atmosphere
These options let you select the type of dungeon, the internal lighting, and the height of the ceiling. Each selection influences the overall look of the graphics.

❹ Dungeon Name
Displays the name of the dungeon you are currently editing.

❺ Secret Door
This option lets you place a secret door (backdoor) in your dungeon. Exiting through the secret door will cause a character to emerge from a different dungeon graphic on the field map than the one it entered through. You must place a secret door dungeon graphic on the field map before you can assign it in the editor.

❻ Preview Dungeon
This allows a character to walk through the dungeon map you have created thus far, and also allows you to select the character's starting point.

ENCOUNTER SETTINGS

❶ Floor
Selects the floor characters randomly encounter monsters.

❷ Probability
Select from one of four probability rates to determine how frequently the player will encounter monsters. You can set this probability for each floor of the dungeon.

❸ Party
Select up to four monster parties for the player to encounter. You may set this for each floor of the dungeon.

TRAPS SETTINGS

Selects the amount of damage from specific traps placed in the dungeon.

Creating a Dungeon

Create a dungeon by constructing the passages and laying any traps, doors and switches it has.

DUNGEON CREATION STEPS

1. Create Passages

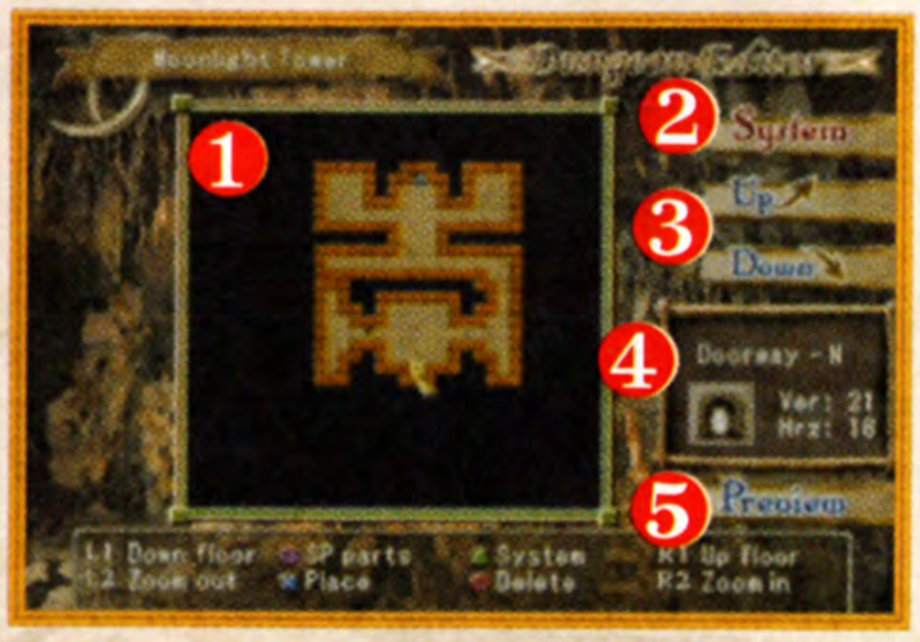
After you create a new dungeon area, you will need to position walls so that there are rooms and passages in your dungeon. Otherwise, it will just be a small room, which is not very interesting to explore. To create a passage, move the cursor over a wall and press the ⊗ button. Press the ◉ button to erase a passage you have created.

2. Add Special Features

It is easy to add special features like stairs, doors, traps, and switches to your dungeon. To place a special feature, move the cursor over the area where you would like the feature to occupy. Then tap the ▣ button to select a feature. There are a limited number of special features you can place on a dungeon map.

Feature	Description	#Per/Area Type
Entrance/Exit	The entrance/exit for the dungeon. You may select which direction it faces.	1/Dungeon
Door	A normal door. You may select from a variety of types.	30/Floor
Trap	A trap. You may select from a variety of types.	30/Floor
Stairs	Stairs that connect the dungeon floor to another floor. Select whether a particular set of stairs leads up or down. Placing a set of down stairs causes an up stairway to appear on the floor below, and vice versa.	10/Floor
Crumbling Wall	Interacting with a breakable wall turns it into a passage.	10/Floor
Switch	Interacting with a switch activates it. Switches can be used to trigger events in the dungeon. Various types of switches are available.	20/Dungeon
Locked Door	This door is locked, and an item must be obtained to open it. Various types of locked doors are available. You can select what item is required to open a door with the Layout Editor.	20/Dungeon
Secret Door	Places a secret door (alternate entrance/exit) in your dungeon. You may select which direction it faces.	1/Dungeon

THE EDITOR SCREEN



❶ Editing Area

This area is where you edit your dungeon map. Move the cursor with the left analog stick and press the ⊗ button to create dungeon areas. Press the ◎ button to erase an area. Press the ▣ button to place special dungeon features such as doors and traps. The L2 and R2 buttons lets you zoom in and out of the area you're edited. When you've zoomed in on an area, you can use the right analog stick to move to different parts of the area.

❷ System Menu

You may open the System Menu from the editor menu to select one of the following functions. You can also open the System Menu by tapping the △ button.

Cancel: Closes the System Menu.
Clear Floor: Returns the floor map being edited to its default state.
Copy Other Floor: Copy a floor's layout from another floor. Doing this replaces any editing on the current floor with the copied data. Only the layout of passages and walls are copied.
Jump To Other Floor: Lets you select another floor in the dungeon to begin editing.
Save and Exit: Save your edits to the current dungeon map, and return to the Dungeon Editor.
Exit Without Saving: Return to the Dungeon Editor without saving your progress.

❸ Move Up or Down

Move up or down from the dungeon floor you're currently editing. You can also do this using the L1 and R1 buttons.

❹ Cursor Information

This displays the current location of the cursor and the kind of area the cursor is over.

❺ Preview

Lets you move a character through the map you're editing.

DUNGEON EDITOR CONTROLS

⊗ button	Create passage/floor tile
◎ button	Erase passage/place wall
▣ button	Place special feature
△ button	Call up System Menu
L1 button	Move down one dungeon floor
L2 button	Zoom out
R1 button	Move up one dungeon floor
R2 button	Zoom in
SELECT button	Display Operation List/Processor Graph
START button	Preview dungeon
Left analog stick	Move cursor
Right analog stick	Move editing area

Layout Editor

In RPG Maker 3, anything that is placed on a map is called an "object." Villagers, treasure chests, and decorative trees are all objects. You place objects on a map with the Layout Editor.

SCREEN

❶ Object Totals

These figures indicate the number of objects that have been placed on a map, and how many more objects can be placed on map. The top number indicates character objects, the second number is event objects, and the bottom number is decorative objects.

❷ Object Data

This displays basic info associated with an object that has been selected with the cursor. You can see the name of the object and its location.

OBJECT PLACEMENT

Press the ⊗ button while in the Layout Editor to place a new object on the map. You may select which object and what attributes you would like it to have. You may also change the attributes for an existing object. Press the ⊗ button when the cursor is highlighting an object you've already placed and you will have the option to "Move," "Edit," "Delete," or “Copy” the object. Selecting "Move" lets you alter the location and height of the object. It is not possible to alter the height of some objects.

LAYOUT EDITOR CONTROLS

	When Placing Objects	When Moving Objects
⊗ button	Place	Confirm
◎ button	Cancel	Cancel
L1 button	Switch objects	Turn object 45°
L2 button		Change object height
R1 button	Switch objects	Turn object 45°
R2 button		Change object height
SELECT button	Display Operation List/Processor Graph	
Left analog stick	Move cursor	Move object
Right analog stick		Turn object
L3 button	Zoom in	Zoom in
R3 button	Zoom out	Zoom out

OBJECTS

- **Characters**

This refers to all NPC characters the player can interact with. You may create custom characters in advance by using the Character Editor.

- **Towns and Dungeons**

The graphic that indicates the location of a town or dungeon allow you to manipulate the town or dungeon as if it were an object. You only place towns or dungeons you've already created. Remember that you cannot place a town or dungeon map in more than one location on a field.

- **Buildings**

This refers to buildings like houses and shops. You can use this part of the editor to place and create a building with the Building Editor.

- **Events**

This refers to objects whose actions are associated with event codes.

- **Save Points**

You can select the name and appearance of your game's save points before you position them using this editor.

- **Warp Points**

An object that warps the player to a specific map after it is touched. You can select the name, graphical appearance, and what map the object will warp a player to.

- **Secret Doors**

This is an object that functions as the backdoor of a dungeon.

- **Treasure Chests**

When the player opens this object, she or he will be rewarded with items and money. You can select an object that is necessary to open a chest, such as a key.

- **Decorative Objects**

These objects are used to decorate maps. You can assign a name and a graphical appearance to them.

OBJECT PLACEMENT LIST

	Field Map	Town Map	Building Map	Dungeon Map
Character		X	X	X
Town	X			
Dungeon	X			
Building		X		
Standard Event	X	X	X	X
Save Point	X	X	X	X
Warp Point	X	X	X	X
Secret Door	X			
Treasure Chest		X	X	X
Decoration	X	X	X	X

Building Editor

In RPG Maker 3, the term "building" refers to the houses and shops you find in towns. You can use the Building Editor to create the buildings you place in the town with the Layout Editor. You can call up the Building Editor while already in the Layout Editor, or edit existing buildings from the Events option on the Main Menu.

BUILDING TYPES

- **Houses**

Any basic building can be made from a "house" template, including towers and jails, by modifying the building's appearance and the objects contained inside of it.

- **Shops**

These are buildings where the player can go to buy items in your game. When making a shop, you alter its appearance in all the same ways as a basic house, but you can also select which items it sells and assign a clerk to it.

- **Inns**

This is a building where the player can recover his character's HP by paying a certain fee. You can determine the cost of the inn, and assign an innkeeper to it.

- **Sanctuary**

This is a building where dead characters can be revived by paying a fee. You may set the fee and assign a staff member to the building.

BUILDING SETTINGS

	House	Shop	Inn	Sanctuary
Basic Settings	X	X	X	X
Interior Room	X	X	X	X
Staff		X	X	X
Inventory		X		
Prices			X	X

- **Basic Building Settings**

Name and Description: Enter the name and description of your building.
Preview Room: Lets you walk a character through the room to test it out. You can set the time to preview as "day" or "night."
Graphic: Lets you select the graphic that represents the building on the town map. The graphic you pick determines what the interior of the building is like.
Preview: Lets you rotate your building's graphic with the right analog stick.

- **Interior Settings**

Key: Lets you assign an object that is necessary to enter the building.
Allow/Suppress Magic: Decide whether or not magic can be used in this building.
BGM: Select the BGM that plays in this building.

- **Staff**

Name: Enter a name for the worker.
Graphic: Select a graphic to represent your worker. You can select graphics to represent different gender, body, and color types.

- **Sales Inventory**

Set Price (Markup): Determine what prices the shop will sell its wares at. You determine the prices by setting a markup percentage relative to the actual value of the item.
Items: Select the shop's inventory. You may select up to 8 items.

- **Prices**

Set the fee the player must pay for using the inn or sanctuary.

Class Editor

In RPG Maker 3, characters can have certain occupational classes, which confer certain skills and benefits on them. In the Class Editor, you may create these occupational classes. For each occupation you can set options such as stats, fighting techniques, and magical abilities for use in-battle.

BASIC CLASS SETTINGS

❶ Name and Description

Enter the name and description of your new class.

❷ Gender and Equipment Type

When you create a new class, you select what equipment type it uses and the gender of the class. Once you've made these selections, you cannot change them.

❸ Model Type and Colors

Design the appearance of the character that fits your new class. The graphic models you may select from come in a variety of colors, and depend on the gender and equipment type you selected earlier.

❹ Preview

Displays the appearance of your created class. Rotate the character with the right analog stick.

PARAMETER SETTINGS

❶ Base HP

Set up the base number of hit points that this character class has. The total HP of a character in this class is determined by the formula: Base HP + (HP Bonus x Level).

❷ Stat Bonuses

Select how much a character class's stats increase when they level up. The character class's actual stat is determined by the formula: Stat Bonus x Level.

Remember that INT and LUCK stats do not increase when a character class levels up. They are fixed numbers.

Stat List

HP: The character's health level. It goes down when the character takes damage, either from enemy attacks or traps. When it reaches 0, the character dies.
MP: This is required to use magic. Magical abilities consume a fixed amount of MP.
STR: The character's physical strength, and affects the damage done by attacks.
AGI: The character's agility. It affects turn order and a character's ability to dodge attacks.
MAG: The character's magic power. It influences the strength of a magic spell's affect.
INT: This stat influences how effective the AI will be if you encounter members of a character class as enemies.
DEF: This affects how much damage a character takes from enemy attacks.
LUCK: This influences how frequently a character class scores critical hits.
MDF: This determines how much damage a character takes from an enemy's magical attacks.

❸ Level Up Rate

Select how quickly the character class increases in level. The faster you set the rate, the less EXP points are needed before increasing a level.

BATTLE SKILL SETTINGS

❶ Attacks
Select up to two special, additional traits that a character class's attacks can have in battle.

❷ Defense
Select up to two special traits in effect when the character class is attacked by an enemy.

❸ Special Traits
Select a special trait to add to your character class.

❹ Weaknesses
Select a weakness to add to your character class.

Attack Trait List
Poison: Attacks have a chance of inflicting a Poison status on the enemy.
Slow: Attacks have a certain chance of inflicting a Slow status on the enemy.
Stop: Attacks have a certain chance of inflicting a Stop status on the enemy.
Death: Attacks have a certain chance of instantly killing the enemy.
Critical Up: Increases the rate of critical hits when you attack.
Drain HP: Regains HP in proportion to how much your attack damages the enemy.
Drain MP: Regains MP in proportion to how much your attack damages the enemy.
Magic Sword: Enemies defend against your attacks using their MDF stat instead of their DEF.
Smash: There is a chance that the damage done to the enemy by your attacks is doubled.
Racial Boost: Attacks do more damage to the selected race.
Gender Boost: Attacks do more damage to the selected gender.

Defense Trait List:
Anti-Poison: Character class is resistant to Poison status.
Anti-Slow: Character class is resistant to Slow status.
Anti-Stop: Character class is resistant to Stop status.
Anti-Death: Character class is resistant to the Death effect.
Anti-Bad Status: Character class is resistant all abnormal status effects.
Anti-damage: Character class does not take damage from selected offense.
Dodge: Character class's dodge rate increases.
Anti-Critical: Character class receives only a fraction of extra damage from critical attacks.
Damage Barrier: Chance that damage from a certain type of offense is reduced to 0.
MP Shield: When this character class takes damage, his or her MP decreases instead of HP.
Racial Boost: Character class takes less damage when attacked by the selected race.
Gender Boost: Character class takes less damage when attacked by the selected gender.

Special Trait List:
Swift: Character class takes turns more quickly.
Escape: Character class can escape from battles automatically.
Restore HP or MP: Character class slowly recovers HP or MP over time.
Revive: Character class automatically revives once in battle after dying. The character revives with half their total HP unless the "Full Revive" skill is selected, then they revive with full HP.
Enrage: Enemies target this character class more frequently in battle.

CREATE SPECIAL SKILLS

You may create entirely new special skills and give them to a character class when you create it. Select the "None" option when you go to assign a special skill to the class, press the ⊗ button, and then select "Create." From here you are able to create a new special skill.

Special Skill Editor

Special techniques the characters and monsters use in RPG Maker 3 are called Special Skills.

SPECIAL SKILL BASIC SETTINGS

❶ Name and Description
Lets you enter the name and description of your special skill.

❷ Learning Level
Select the level required to learn the special skill. You do not need to set this for monster's special skills.

❸ Special Skill Type
Special skills can either be a "Skill" that consume HP or a "Magic" that consumes MP.

❹ Effects
This lets you determine what effects your special skill has. First, select an effect type for the skill, and then select the actual effect from the next option.

❺ Effect Area
This refers to the area that your special skill affects. You can opt to have special skills affect one enemy/character, or all enemies/characters on the screen. If your special skill is a "Special Trait" type effect, then you are not able to customize your skill's effect area.

❻ Effect Power
This determines how effective your special skill is. For offensive skills, this determines how much damage they do the enemy. For special skills that let characters recover HP, it determines how much HP is recovered. For "Magic" type special skills, their effectiveness is determined by both the effect power and the character's MAG stat.

❼ Point Cost
This refers to how much HP or MP a special skill consumes. Remember that "Skill" type skills consume HP, while "Magic" type skills consume MP.

❽ Extra Effect
This refers to additional effects that trigger when your special skill is successfully used. You may not assign extra effects to "Recovery" or "Special Trait" type skills.

SKILL DISPLAY SETTINGS

❶ Visual Effect
Selects the visual effect that you see when the special skill is used in battle.

❷ Animation
Selects the motion the character makes when the special skill is used in battle.

❸ Equipment
You can choose to equip a character before you preview a special skill.

❹ Weapon Visual Effect
Selects a visual effect for the weapon being used to preview.

❺ Preview Skill
This lets you view what the special skill looks like when it is used. The graphics are based on the settings you selected. You may also make changes to the skill from the preview option.

PREVIEW CONTROLS

⊗ button	Watch preview
○ button	Exit
□ button	Select visual effect
△ button	Select animation
L1 button	Change viewpoint
R1 button	Change viewpoint
SELECT button	Display Operation List/Processor Graph

Character Editor

In RPG Maker 3, all NPC characters and party members are created with the Character Editor.

CHARACTER PARAMETERS

❶ Name and Description
Enter the name of the character and a description.

❷ Race and Gender
Select the race and gender of the character. Remember that this information affects the way certain offensive skills affect the character.

❸ Battle Actions
This lets you determine how the character behaves when encountered as an enemy.

❹ Class
Select a character class for this character, from those you created with the Class Editor.

❺ Level
This is the starting level for the character.

❻ Stats
This shows the initial stats of the character. It is calculated based on the stat bonus formula and takes the character's level and character class into account. You cannot manually alter the stats displayed here.

GRAPHIC SETTINGS

❶ 2D Type and 2D Graphic
The character's 2D appearance can be selected by choosing the 2D type and 2D graphic.

❷ Character Model
Here, you can choose to customize the character's appearance. The default graphics for the character's class is the base that you begin working with, and you may alter this freely. However, remember that the character uses the character class's default appearance in battle.

❸ Preview
Displays the character's appearance. Rotate the character with the right analog stick.

ITEMS AND EQUIPMENT

❶ Items
You may assign up to 10 items to be in the possession of this character.

❷ Starting Equipment
Here you may select the starting equipment for this character. Remember that only certain types characters can possess certain items.

SPECIAL SKILLS

Select the special skills the character starts with, from a list of special skills open to their character class. It is possible to have a character start with learned skills without being at the level usually associated with learning the skill.

NPC EVENT CODES

❶ Mode Number
The number on left indicates the mode number you are currently editing, and the number on the right the total number of the character's modes. The mode number can be changed with the "<--" and "-->" icons and the total mode number can be adjusted with the "+" and "-" icons.

❷ To Mode Editor
Use this editor to select how the NPC character moves when he or she is involved in an event. The motion can be created such that the character moves differently during the day and at night. Set up the daytime motions in the mode editor on the left (with the sun icon), and the nighttime motions on the right (with the moon icon).

❸ Event Code
Select a detailed action for the character mode, using event codes.

MODE EDITOR

❶ Mode Number
This displays the mode number currently being edited.

❷ Event Code
This is exactly the same as choosing the Event Code option from the NPC menu.

❸ Display Character
Select whether or not the character's graphics are displayed when treated as an object.

❹ Character Movement
Determine how the character moves.

❺ Character Action
Determine what motions the character makes while moving.

❻ Conversation Actions
Select what motions the character makes when speaking with the main character.

❼ Conversation
Enter a message. If the player speaks to this character, the message is displayed as the NPC's dialogue.

Monster Editor

The opponents that the player fight in battle are generically called "monsters." The settings you edit in order to create a monster are very similar to the settings in the Character Editor and the Class Editor. You will be able to easily create a wide variety of monsters with unique abilities and appearances with the Monster Editor.

BASIC MONSTER SETTINGS

❶ Name and Description
Enter the name of the monster and its description.

❷ Size
Once you select a monster's size, you cannot change it.

❸ Graphics
Here you can pick the graphics for your monster and customize its appearance. The options you can select from depends on the monster's size.

❹ Preview
Displays the appearance for your monster. You can rotate the graphic with the right analog stick.

PARAMETERS

❶ Base HP
Set the Base HP for the monster. The total HP of a monster is determined by the formula: Base HP + (HP Bonus x Level).

❷ Stat Bonuses
Select how much a monster's stats increase per level. The monster's actual stat is determined by the formula: Stat Bonus x Level.

Remember that INT and LUCK stats do not increase with a monster's level. They are fixed numbers.

❸ Gold and Experience
This determines how much gold and experience the party gains by beating this monster.

❹ Race and Gender
Determine the race and gender of the monster. Remember that these determine whether or not certain offensive skills affect these monsters.

❺ Battle Actions
Select the fighting style of the monster in battle. There are 14 patterns to choose from.

BATTLE SKILL SETTINGS

❶ Attacks
Select up to two special, additional traits that the monster's attacks can have in battle.

❷ Defense
Select up to two special traits in effect when the monster is attacked.

❸ Special Traits
Select a special trait to add to your monster.

❹ Weaknesses
Select a weakness to add to your monster.

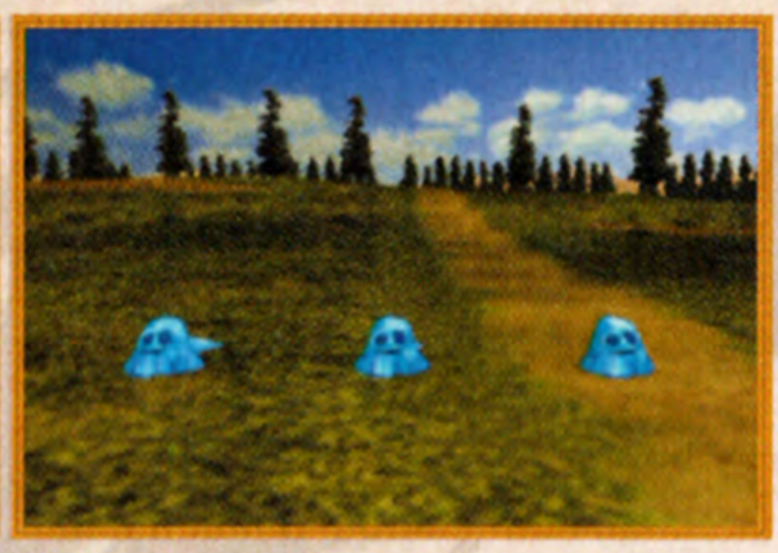
CREATE SPECIAL SKILLS

You may create entirely new special skills and give them to a monster when you create it. Select the "None" option when you go to assign a special skill to the monster, press the ⊗ button, and then select "Create." From here you are able to create a new special skill.

Monster Size

Monsters come in three sizes.

S (small)



M (medium)

L (large)

Monster Party Editor

In order to make the monsters created in the Monster Editor appear in your game, you need to create groups of monsters in the Monster Party Editor. Even a lone monster needs to be assigned to a party in order to appear in-game.

BASIC PARTY SETTINGS

❶ Name and Description

Enter the name of the monster party and its description.

❷ Item Drops

Select the item that the monster drops after being beaten by the party. You may also set the ratio that determines how frequently the item is dropped. Each monster can drop up to four different kinds of items.

MONSTER SETTINGS

❶ Monsters In Party

The monsters the player fights when they encounter this party. You can assign up to four 4 small monsters to a party.

❷ Level

Select the level of the monster.

❸ Formation

This lets you select where in the party the monster is positioned. The amount of space a monster occupies varies based on its size. Monsters cannot be placed such that they occupy overlapping areas.

❹ Preview

Lets you see a preview of what the battle formation will look like.

❺ Stats

The stats of the selected monster are displayed.

Item Editor

In RPG Maker 3, usable objects such as herbs, weapons, and armor are called items. You create items with the Item Editor.

TYPES OF ITEMS

- **Item**

This is an item that you can use to create a certain type of effect. You can create items that recover HP and do damage to enemies.

- **Weapon**

Equipping this item makes your character a more powerful attacker.

- **Shield**

Equipping this item improves your character's DEF.

- **Armor**

Equipping this item improves your character's DEF.

- **Accessory**

Equipping this item can enhance any or all of a character's stats.

- **Treasure**

This item is used for events in the game. It is treated differently than other kinds of items.

BASIC ITEM SETTINGS

❶ Name and Description

Enter the name of the item and a description.

❷ Graphic and Visual Effect

Select the graphic for the item. For weapons, you can also select a visual effect.

❸ Preview

Displays the selected graphics. The graphic can be rotated with the right analog stick.

PARAMETERS

- **Effect**

This lets you determine what effects your item has when it is used. First, select the effect type for the item, and then select the actual effect from the other option.

- **Effect Area**

This refers to the area that your item affects. You can opt to have items affect one enemy/character, or all enemies/characters on the screen. If your item is a "Special Trait" type item, then you are not able to customize your item's effect area.

- **Effect Power**

This determines how effective your item is. For items that attack the enemy, this determines how much damage they do. For items that recover HP, it determines how much HP is recovered.

- **Uses**

Sets the number of times the item can be used before it disappears. If you want to make an item with an unlimited number of uses, select ∞ (infinity).

- **Condition**

You can only select this option for “Recovery” type items. It allows you to create things such as items that revive a character immediately after they die.

- **Extra Effect**

This refers to additional effects that trigger when the item is successfully used. You may not assign extra effects if your item's effect type is "Recovery" or "Special."

- **Price**

The price the item is sold for. If you set this to 0, then the item cannot be sold or thrown away.

- **Attack Bonus**

This represents how much of a boost in attack power a character gains by equipping the item. You can assign an item to give boosts to both physical and magical attack power.

- **Defense Bonus**

This represents how much of a boost in defense power a character gains by equipping the item. You can assign an item to give boosts to both physical and magical defense.

- **Stat Bonuses**

This represents how much of a boost to given stats a character receives by equipping the item.

- **Character**

Select a character that can equip the item. The character you select must have the ability to equip the item. Up to five different characters can equip any one item.

	Item	Weapon	Armor	Accessory	Treasure
Effect	X				
Effect Area	X				
Effect Power	X				
Uses	X				
Conditions	X				
Extra Effect	X	X	X		
Price	X	X	X	X	
Attack Bonus		X			
Defense Bonus			X		
Stat Bonuses				X	
Character		X	X	X	

Storyteller Editor

In RPG Maker 3, the editor that lets you use cut-scenes to tell your game's story is called the Storyteller Editor. When you use the Storyteller Editor, you can use 2D graphics and onscreen text to create a story in the style of classic 8 and 16-bit RPGs.

STORYTELLER EXAMPLE

1. Basic Settings

Set this first. The basic settings let you assign a name to your story, and select the basic playing style of your game. The different styles available express your story in very different ways, so don't hesitate to experiment with them.

2. Key Setting

Each storyteller is built around parts called “keys.” The keys are sorted into several categories, and each has various effects. To create a key, select a category to edit. After you've created your key, you will see a screen that explains the details of using the key. Read the instructions on pages 36-37, and go through the set-up steps that correspond to that category.

3. Preview

The storyteller being created can be played from the beginning whenever the START button is pressed. Controlling the timing and intervals between actions is vital to the creation of a good storyteller scene, so preview the story frequently after you've created a significant amount of keys.

BASIC STORYTELLER SETTINGS

❶ Name

Give your storyteller a name. This will be used when you select the storyteller for an event.

❷ Style

Select the color effects for the storyteller screen. You can select from "Normal," "Sepia," or "Monochrome."

❸ Preview Story

Preview the storyteller scene.

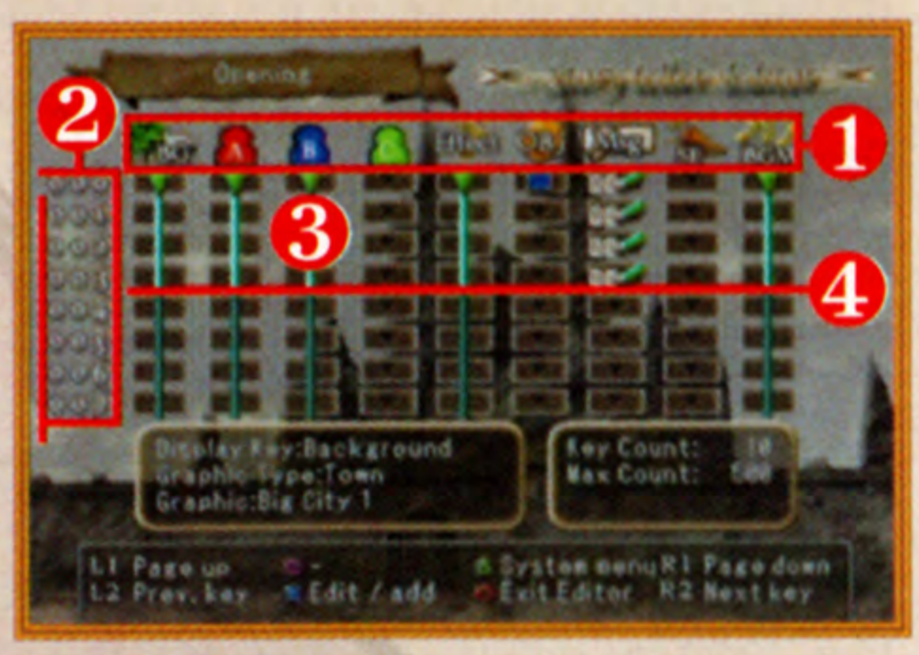
❹ Create Storyteller

Call up the screen where you actually create the storyteller. Refer to the next section for details on how to use this screen.

Creating a Storyteller Scene

The Storyteller Editor creates a scene by putting together the keys you've created with various other functions. The way you do this is explained in detail below.

EVENT SCREEN



❶ Category

You can set keys up for each of the categories, and this indicates the kind of key you create. Select the category with the ← and → directional buttons. The different categories and detailed settings are explained in the next section.

❷ Time

This is the order the keys play. The keys that are located at the same time are played simultaneously. The time can be selected with the ↑ and ↓ directional buttons. The L1 and R1 buttons allow you to flip a page. Also, for a row that is not assigned with any keys, the next key is played after the set time.

❸ Key

Create a key with the ⊗ button. You will see an icon where you've set a key. If you wish to edit a key you've placed, move the cursor over it and press the ⊗ button again. The light blue vertical line indicates that a key is a continuation of the key above it.

Change: Edits the settings of the selected key.
Move: Moves the selected key. Select the row to move it to, and then press the ⊗ button.
Copy: Copies the selected key. Select the row to copy it into, and then press the ⊗ button.
Erase: Erases the selected key.

❹ End

The red horizontal line indicates the end of the storyteller scene.

SYSTEM MENU

Pressing the △ button while creating a scene calls up the System Menu. You can access the following commands from the System Menu.

- **Next/Previous Key**

You can move forward to the next key, or back to the previous key of the selected category. The L2 and R2 buttons have the same function.

- **First/Last Key**

"First Key moves to row 000. "Last Key" moves to the end of the scene.

- **Preview**

View the storyteller you have created. The START button has the same function.

STORYTELLER CREATION CONTROLS

Directional buttons	Select key
⊗ button	Place/Edit Key
○ button	Exit
△ button	Call System Menu
L1 button	Go to previous page
L2 button	Go to previous key
R1 button	Go to next page
R2 button	Go to next key
SELECT button	Display Operation List/Processor Graph
START button	Preview
Left analog stick	Select key

KEY EDITORS

- **BG**

Controls the displayed background.
Display: Displays the BG when turned on. To remove the BG, turn this option off.
Background Graphic: Selects the background.
Decoration: Adds preset text or frame to background.

- **Character**

Displays a character on the screen. Up to 3 characters (A-C) can be displayed at one time.
Display: Displays the character when turned on. To remove the character, turn this option off.
Character Graphic: Selects which character graphic to display.
Display Position: Selects what position the graphics are displayed at. You can only move graphics horizontally. Use the ← and → directional buttons or the left analog stick to position the graphic.
Orientation Size: Sets the orientation and size of the displayed graphic.
Silhouette: Lets you decide whether to display the character as a silhouette.

- **Effect**

Displays an effect on the screen.
Display: Displays the effect when turned on. To remove the effect, turn this option off.
Effect: Selects the type of effect to display.
Depth: Selects the part of the screen that has the effect. You can assign an effect to appear over the whole screen, regardless of onscreen text, by choosing "In Front." If you select "Behind," then your effect does not affect the onscreen messages.

- **OBJ**

Displays an object on the screen.
Display: Displays the object when turned on. To remove the object, turn this option off.
Object Graphic: Selects the graphic for the object.
Animation: Selects the movement of the object.
Speed: Selects the movement speed for the selected animation.

- **Msg**

Displays text on the screen.
Edit: Enter the text to display onscreen.
Display Type: Selects the display style of your text. The display types are: Conversation (frame and balloon); Story (no frame); and Narrator (frame only).
Actor: Selects the character that the speech balloon points toward. This option is valid only when the display type is "Conversation."
Window Type: Selects the frame style around the text. This option is valid only when the display type selected is "Conversation." If "Narrator" is selected, the frame style is fixed to “Window 1.”
Speed: Determines how quickly the text is displayed.
Size: Selects the size of the text.
Display Position: Selects the position of the text.
Display Color: Selects the color the text.

- **SE/BGM**

Plays sound effects and BGM.
Status: Plays the sound when “Playing” is selected. To stop the sound, select “Stopped.”
SE/BGM: Selects the type of sound effect and BGM.
Volume: Sets the volume to one of three levels.
Width: Selects how far the sound effect seem to be. This applies only to sound effects.

Events

Events are the scenarios and quests that occur in the game. Use the Event access menu to assign the details to these events and develop your RPG's story.

BASIC EVENT SETTINGS

❶ Name
Enter the name of the event.

❷ Graphic
Select the graphic for the event. Use the transparent model to not display anything.

❸ Preview
Displays the graphic of your event. Rotate the graphic with the right analog stick.

EVENT CODE SETTINGS

❶ Mode Number
The number on the left indicates the current mode number to edit, and the number on right indicates the total number of modes.

❷ Map Name
The name of the map the object is placed.

❸ Trigger Type
Selects the action that starts the execution of the event code. Select from the three below:
Touch: The event starts when the main character touches it.
Button: The event starts when the ⊗ button is pressed at the event.
Auto: The event happens without doing anything. This should be used with an end, otherwise, the same event keeps repeating.

Modes
You can assign various actions, that happen at different times, to one event. Each action is called a "mode." By using modes, for example, a villager says different things the first and second time the main character talks to him. Modes can be changed by using "event codes."

❹ Changing Modes
The mode number can be changed with the "<--" and "-->" icons and the total mode number can be adjusted with the "+" and "-" icons.

❺ Conditions List

Select the conditions needed to execute the event code. Up to three conditions can be assigned to each mode, and if all the conditions selected are not fulfilled, the event code will not be executed. Select the conditions from the choices below:

- **Variable matches the specified value.**
- **Variable is over the specified value.**
- **Variable is below the specified value.**

Judge if the condition is fulfilled by comparing the specified value with the selected variable.

- **Time matches the specified time.**
- **Time does not match the specified time.**

The condition is fulfilled when the time in the game matches or does not match the specified time. Select the time from "Morning," "Day," "Evening," and "Night."

- **With treasure item.**
- **Without treasure item.**

The condition is fulfilled when the play owns or does not own specified item. Only items categorized as "Treasures" can be selected.

- **Dungeon switch On.**
- **Dungeon switch Off.**

This can be set for dungeon-only event switches. The condition is the activation of the "Switch" special feature placed in the dungeon. Only a previously placed switch can be selected.

❻ EVENT CODE

This takes you to the Event Code Editor. Set up detailed actions for the event by using event codes. Refer to page 41 for detailed information regarding the Event Code Editor.

Variables

A variable is a container that can memorize various number values handled in the game. Mainly, variables are used for events conditions and controlling events. For example, if you want to create an event, for which the condition is to kill three monsters, you would set up a condition for a certain variable to equal 3 for the event to execute, and then add 1 to the specified variable each time one monster is beaten. By using variables this way, you can control and execute the game's progress.

Shared Variables and Internal Variables

In RPG Maker 3, variables are categorized into two different variations: "shared variables" and "internal variables." A shared variable is literally a variable that is shared by any event throughout the whole game. There are 60 shared variables you can use, which are distinguished by the numbers 01-60. Conversely, an internal variable is a variable that is specifically assigned to characters and maps. You can set up to a total of 16 internal variables per object, which are distinguished by the numbers 01-16. Internal variables per object are individually different, and each can have its own value.

SPECIAL EVENT SETTINGS

• Treasure Chest Event

Key: Set up an item required to open the treasure box. This assigned item must be categorized as a "Treasure."
Gold: The amount of gold obtained when the treasure box is opened.
Trap Damage: Set up the damage done to the main character when the box is opened.
Item: Select the item to obtain when the box is opened. Up to four items can be assigned.

• Warp Point Event

Destination: Select the place to warp when the character touches the warp event. Select the map to warp to, as well as the detailed place on the map.

• Secret Door Event

Dungeon: Select the dungeon map that is connected to this secret door event.

Event Code Editor

The Event Code Editor is used to write RPG Maker 3's event codes.

EVENT CODE EDITOR SCREEN

❶ Code Number

Event code is executed in numbered order. Move the cursor with the directional buttons ↑ and ↓ or the left analog stick. Press the L1 and R1 to cycle through the pages.

❷ Event Code

Editing commands are displayed when the ⊗ button is pressed. You can set up to 50 event code lines.

❸ Event Code Content

This is where the content of the event code is displayed.

EDITING COMMANDS

- **New**

Adds an event code above the current cursor position. For more detailed information, please see page 42.

- **Edit**

Edits the currently highlighted event code.

- **Delete**

Deletes the currently highlighted event code.

- **Copy**

Copies the currently highlighted event code. The currently selected event code is the beginning of the range, so, move down to select the end of the range.

- **Paste**

Inserts copied event code between the row the cursor is positioned and the one above it.

- **Check Copy Selection**

Check out the data that is copied to memory.

Event Code List

DISPLAY TYPE

MESSAGE DISPLAY

Display the selected message.

Select message frame type
Select the message frame type. There are two choices.

Display/enter name
Display the name above the message. The name can be selected by browsing the character “data" or the player can directly enter the name.

Select name frame type
Select the name frame type. There are two choices.

Display/select 2D character graphic
Choose if you want to display a 2D character image with the message. The 2D graphics are displayed only when the name is selected from character “data."

Message displayed
Enter the message to be displayed.

FADE IN

Redisplay the screen with a fade in effect. Only applies if the screen has already been faded out.

Fade-in speed
Assign the fade-in speed from four varying levels.

FADE OUT

Blanks the screen by fading it out. The Fade Out option can be reset by the event code "Fade In," or it will stay this way until the event comes to an end. Messages can still be displayed with the screen faded out.

Fade-out speed
Assign the fade-out speed from four varying levels.

PLAY ANIMATION

Play the animation that corresponds to the graphics of the selected object. The graphics and animation are limited to certain objects, such as a treasure chest.

Select object to animate
Select the object you want to animate. Only an object with animation placed in the same map can be selected.

Wait while the animation plays
Decide whether to wait to execute the next event code until the animation finishes playing.

Animation speed
Assign the animation speed.

ROTATE

Rotate a selected character.

Select character
Select the character to rotate.

Rotation direction
Select clockwise or counter-clockwise rotation direction.

Degree of rotation
Select the degree of rotation by 45 degrees.

DISPLAY OFF

Temporarily hide the selected object. While hidden, the event for this object cannot be executed.

Select object
Select the object to temporarily hide.

DISPLAY ON

Redisplay a object that was hidden with the "Display Off" code. If an object is selected that has not been temporarily hidden, nothing will happen.

Select object
Select the object to redisplay.

REFRESH DISPLAY

Choosing this option will renew the display. When you change a graphical property, such as the weather, by using the event code "Modify Field Property," the change will be reflected on the screen when this event code is executed.

DECORATIVE DISPLAY OFF

This option temporarily hides the decorative object model atop the selected object model (the object on top of "treasure point" model types).

Select decorative model
Select the object whose ornament you want to temporarily hide. Only "treasure point" type decorative models on the same map can be selected.

DECORATIVE DISPLAY ON

This option redisplays the object that is temporarily hidden with the “Decorative Display OFF” event code. If the selected object was not temporarily hidden, nothing will happen.

Select decorative model
Select the object with the decorative model to display.

CONTROL TYPE

EVENT TRANSITIONS

End the current event, and start the selected event. Nothing happens if the selected object is not displayed.

Select event
Select the object to start. Only characters and normal events on the same map can be selected.

Mode number
Select the mode number of the event to start.

VALUE CONDITIONAL BRANCH

Execute code by comparing a variable to the selected value. First, decide the number of options. Up to four can be created. Next, on the event code list between the "start" and "end" of a branch option, set up the processes that execute.

Select variable
Select either "shared variable" or a specific "internal variable" and the variable number.

Value judging type
Decide how to compare the variable and the selected value for each option. There are three ways to compare: "equals specified value," "greater than specified value," and "less than specified value."

The value to judge
Assign the number to compare with the variable.

QA BRANCH

Open a question message window, and then process the "yes" or "no" answer the player chooses. On the event code list between "start" and "end," for the “yes” and “no” options, set up the code to execute.

Message displayed
Enter the message that asks a question.

DECISION BRANCH

Open a question message window, and then process the choice the player chooses. First, select the number of choices. Next, on the event code list between the "start" and "end" branch options, set up the code to execute.

Message displayed
Enter the message that asks a question.

Choices
Enter the content of the choices.

BATTLE RESULT BRANCH

Execute code depending on the result of the player's last battle. This option is used with the event code, "Battle." On the event code list between "start" and "end," for the “win” and “lose” branch options, set up the code to execute.

WAIT

Pause the process after the player selects something.

Wait time
Assign the amount of time to wait.

Wait animation
Turn on/off the animation during the wait.

WAIT FOR KEY ENTRY

Pause the process until any button is pressed.

ENDING

Finish the game after the selected storyteller is executed.

Ending
Select the storyteller for the ending.

Credit
Select the storyteller for the credit after the "ending."

GAME OVER

The game is over after the selected storyteller executes.

Game over
Select the storyteller for the game over.

EVENT ENDING

Ends the event. Any event code set up after the event is ended cannot be processed.

BATTLES

A battle with the selected monster party occurs.

Select monster party
Select the monster party with which to fight.

Select battle stage
Select the background for the battle.

Game over after battle
Decide if the game is over when all party members die. If "No," set what happens for losing the battle with the event code, "Battle Result Branch."

BGM
Select the BGM during the battle.

BATTLES (CHARACTERS)

Set up a battle with selected characters. Experience points, money and items cannot be obtained from a character battle.

Select characters
Assign the characters to battle and their position. Up to four characters can be set up.

Select battle stage
Select the background for the battle.

Game over after battle
Decide whether the game is over when all the members in the party have died. When it's set up as "No," the stage effect for losing the battle can be set up by working with the event code, "Battle Result Branch."

BGM
Select the BGM during the battle.

STORYTELLERS

Play the selected storyteller.

Storyteller
Select the storyteller to play.

MODIFY WEATHER

Change the current weather. Nothing happens in a map where the weather is not set up.

Change weather
Select the weather to change.

MODIFY TIME

Change the current time.

Change time
Select the time to change.

MODIFY SEASON

Change the current season. Nothing happens in a map where there is no season set up.

Change season
Select the season to change.

MOVEMENT

The party warps to a different location on the current map. The event code set up after this cannot be executed.

Select location
Set up the place where you want to warp. You cannot assign a location where the party cannot walk.

WARP

The party warps to the selected map. The event code set up after this cannot be executed.

Select location
Set up the place where you want to warp. You cannot assign a location where the party cannot walk.

ESCAPE

This is when the party warps from the dungeon map to the field map. Nothing happens outside of the dungeon map. Also, it will be the same result when the dungeon map is not placed on a field map.

PROPERTY CONTROL TYPE

MODIFY FIELD PROPERTY

Change the "Environment Settings" of a field map.

Select field
Select the field map to change its settings.

BGM
Select the BGM for the field map.

Climate/season/time/weather/background/elevation/suppress magic/trees
These are the same settings as the "Environment Settings" for field maps (See page 12). Select the category to change and adjust the content. The setting changes (except "suppress magic") to the field map where the party is located will not have an affect on the graphics immediately following the change. If the player wants to have an immediate change, use the event code "Refresh Display."

MODIFY TOWN PROPERTY

Change the "Environment Settings" of a town map.

Select town
Select the town to change its settings.

BGM
Select the BGM for the town map. For maps with a castle, the BGM for the castle is available, too.

Enter setting
Decide if the party can enter the town. For maps with a castle, the castle can be set, too.

Time/season/weather/suppress magic
These are the same settings as the "Environment Settings" for town maps (See page 16). Select the category to change and adjust the content. The setting changes (except "suppress magic") to the town map where the party is located will not have an affect on the graphics immediately following the change. If the player wants to have an immediate change, use the event code "Refresh Display."

MODIFY DUNGEON PROPERTY

Change the "Environment Settings" of a dungeon map.

Select dungeon
Select the dungeon map to change its settings.

BGM
Select the BGM for the dungeon map.

Suppress magic/lighting/dungeon type
These are the same settings as the "Environment Settings" for dungeon maps (See page 18). Select the category to change and adjust the content. The setting changes (except "suppress magic") to the dungeon map where the party is located will not have an affect on the graphics immediately following the change. If the player wants to have an immediate change, use the event code "Refresh Display."

MODIFY TRAP DAMAGE

Change the "Trap Settings" for the selected dungeon.

Select dungeon
Select the dungeon map to change its settings.

Damage
Damage can be set for six kinds of traps.

MODIFY BUILDING PROPERTY

Change the "Interior Settings" of the selected building.

Select building
Select the building to change its settings.

BGM/suppress magic
This is same as in the "Interior Settings" for building maps (See page 12). Select the category to change and choose the content.

MODIFY MODE

Change the mode number for the selected event. The changed mode number will be reflected when the currently processing event has finished.

Select event
Select an event to change its mode number. The name displayed on right side is the map where the selected event is placed.

Mode number
Select the mode number's change.

ADD MODE

Increase the selected event's mode number by 1. The changed mode number will be reflected when the currently processing event has finished.

Select event
Select the event to increase its mode number. The name displayed on right side is the map where the selected event is placed.

SUBTRACT MODE

Reduce the selected event's mode number by 1. The changed mode number will be reflected when the currently processing event has finished.

Select event
Select the event to reduce its mode number. The name displayed on right side is the map where the selected event is placed.

MODIFY SHARED VARIABLE

Change the content of the shared variable by the selected number.

Select shared variable
Select the shared variable to change.

Shared variable value
Select the new value of the shared variable.

INCREASE SHARED VARIABLE

Add a certain value to the selected shared variable.

Select shared variable
Select the shared variable to increase.

Added amount to shared variable
Select the value to add to the shared variable.

DECREASE SHARED VARIABLE

Subtract a certain value from a selected shared variable.

Select shared variable
Select the shared variable to reduce.

Subtracted amount from shared variable
Select the value to subtract from the shared variable.

COPY SHARED VARIABLE

Copy the content of the selected shared variable to that of a different shared variable.

Original shared variable to copy
Select the shared variable to copy.

Pasted shared variable
Select the shared variable to be pasted into.

MODIFY INTERNAL VARIABLE

Change the content of the internal variable by the selected number.

Select object and internal variable
Select the object and internal variable to change.

Internal variable value
Select the new value of the internal variable.

INCREASE INTERNAL VARIABLE

Add a certain value to the selected internal variable.

Select object and internal variable
Select the internal variable to change and the number of the variable.

Added amount to internal variable
Select the value to add to the internal variable.

DECREASE INTERNAL VARIABLE

Subtract a certain value from a selected internal variable.

Select object and internal variable
Select the internal variable to reduce.

Subtracted amount from internal variable
Select the value to subtract from the internal variable.

COPY INTERNAL VARIABLE

Copy the content of the selected internal variable to that of a different internal variable.

Original object and internal variable to copy
Select the internal variable to copy.

Pasted object and internal variable
Select the internal variable to be pasted into.

PARTY CONTROLLING TYPE

RECOVER PARTY HP/MP

Recover the HP or MP of the whole party by the selected amount.

Recovery type
Select the stat to recover.

Amount to recover
Select the number value to recover.

DAMAGE PARTY HP/MP

Reduce the HP or MP of the whole party by the selected amount.

Damage type
Select the stat to damage.

Amount of damage
Select the number value to be reduced.

CURE PARTY POISON

Remove the whole party's poison condition.

POISON PARTY

Poison the whole party.

REVIVE PARTY

Revive the whole party and assign HP.

Revive type
With "Near Death," HP will be one point. "Half HP," half of the HP will be recovered. "Full HP," HP will be the maximum amount.

FULLY RECOVER PARTY

Recover all the members in the party including HP/MP.

CHANGE CHARACTER NAME

Change the selected character's name.

Select character
Select the character to change its name.

Enter name
Enter the new name.

ENTER CHARACTER NAME

Select character name to display to player
Select the character who's name the player can change.

RECOVER HP/MP

Recover the selected character's HP or MP by the selected amount.

Select character
Select the character to recover.

Recovery type
Select the stat to recover.

Amount to recover
Select the number value to recover.

DAMAGE HP/MP

Reduce the HP or MP of the selected character by the selected amount.

Select character
Select the character to damage.

Damage type
Select the stat to damage.

Amount of damage
Select the number value to be reduced.

CURE POISON

Remove the selected character's poison condition.

Select character
Select the character to cure.

POISON

Poison the selected character.

Select character
Select the character to poison.

REVIVE

Revive the selected character and assign HP.

Select character
Select the character to revive.

Revive type
With "Near Death," HP will be one point. "Half HP," half of the HP will be recovered. "Full HP," HP will be the maximum amount.

FULLY RECOVER

Fully recover the selected character's condition, including HP and MP.

Select character
Select the character to recover.

MODIFY ABILITY POINTS

Change the selected character's ability stats.

Select character
Select the character to change.

Ability stat type
Select the ability type to change.

Ability amount
Select the new number value.

INCREASE ABILITY POINTS

Increase the selected character's ability stats.

Select character
Select the character to change.

Ability stat type
Select the ability type to change.

Ability amount
Select the number value to add.

DECREASE ABILITY POINTS

Reduce the selected character's ability stats.

Select character
Select the character to change.

Ability stat type
Select the ability type to change.

Ability amount
Select the number value to subtract.

MODIFY LEVEL

Change the selected character's level.

Select character
Select the character to change.

Level amount
Assign the new level amount.

INCREASE LEVEL

Add the selected value to the selected character's level.

Select character
Select the character to change.

Level amount
Select the number value to add.

DECREASE LEVEL

Subtract the selected value from the selected character's level.

Select character
Select the character to change.

Level amount
Select the number value to subtract.

JOIN PARTY

Add the selected character to the party. You can only have a total of four party members at one time.

Select character
Select the character to join the party.

LEAVE PARTY

Remove the selected character from the party. The selected character must be in the party in order to remove him or her.

Select character
Select the character to remove from the party.

MODIFY ACTIVE MEMBERS

Make the selected character the active member. The selected character must be in the party in order to make him or her the active member.

Select character
Select the character to be the active member

OBTAIN ITEMS

The selected character obtains an item.

Select item
Select the item to obtain. If the item type is a "treasure," use the event code "Obtain Treasures."

Select character
Select the character to obtain the item. You will not be able to select a character if he or she already possesses ten items. If "Party Member" is selected, the player will assign the item to the character after the event.

LOSE ITEMS

The selected character will lose the item.

Select item
Select the item to throw away. If the item type is a "treasure," use the event code "Lose Treasures."

Select character
Select the character to throw away the item. You will not be able to select a character if he or she does not have the selected item.

OBTAIN TREASURES

The party obtains the selected treasure item.

Select item
Select the item to obtain. The selected item can only be a "treasure" type. If the party already has the selected item, nothing will happen.

LOSE TREASURES

The party loses the selected treasure item.

Select item
Select the item to throw away. The selected item can only be a "treasure" type. When the party does not have the selected item, nothing will happen.

OBTAIN MONEY

Increase the party's money by the selected amount.

Money amount
Select the amount of money to add.

LOSE MONEY

Reduce the party's money by the selected amount.

Money amount
Select the amount of money to subtract. The amount cannot be below 0.

GAIN EXPERIENCE

Add the selected amount of experience points to the party. When this event code is executed, the Treasure screen is displayed after the event.

Experience point amount
Select the amount of experience points to add.

LEARN SKILLS

The selected character learns a skill. If the character has already learned the skill, nothing happen.

Select character
Select the character to learn the skill.

Select skill
Select the skill to be learned..

FORGET SKILLS

The selected character forgets a skill. If the character has not already leaned the skill, nothing happens.

Select character
Select the character to forget the skill.

Select skill
Select the skill to be forgotten.

EFFECT TYPE

PLAY BGM

Play the selected BGM. The selected BGM will continue playing after the event is over.

BGM
Select the BGM to play.

STOP BGM

Stop the currently playing BGM. The BGM will be paused after the event is over.

PLAY SOUND EFFECT

Play the selected sound effect.

Select sound effect type and sound effect
Select the sound effect to play.

Wait to end
Decide whether to pause executing the event until the sound effect finishes playing.

PLAY MELODY

Play the selected short melody (jingle). The volume of BGM becomes lower when the melody is playing.

Select Melody
Select the melody to play.

Wait to end
Decide whether to pause executing the event until the melody finishes playing.

FLASH SCREEN

Flash amount
Select the number of times to flash.

Flash color
Select the color.

Flashing speed
Select the flashing speed.

SHAKE SCREEN

Shake the screen.

Amount of time
Select the duration of time for the screen to shake.

SCREEN EFFECTS

Display the selected screen effect.

Screen effect
Select the screen effect.

Story Settings

The Story Setting menu is where the overall settings for the whole game are set. Some subjects cannot be started without first setting these up.

BASIC STORY SETTINGS

❶ Title and Author

Enter the game's title and the author's name. These are displayed when checking the memory card (8MB) (for PlayStation®2) data.

❷ Prologue/Game over

Select the storyteller scene, which is played at the start of the game and when the game is over.

❸ Starting Money

Assign the money that the party possesses at the start of the game.

❹ Starting Location

Select the starting location of the party. Assign a detailed position after choosing the map. You must set the starting point before starting a game.

❺ Starting Season, Weather and Time

Set up the season, weather and time at the outset of your game.

❻ Lens Flare

Apply a lens flare graphical effect.

PARTY SETTINGS

❶ Party Members

Set up your party members, including their formation. In order to start the game, at least one character must be selected.

❷ Active Member

Select the active member among the characters you've set up as party members. See page 7 regarding formation and the active member.

Playtest

You can check out the content of your created RPG by testing it out with the Playtest option.

PLAYTEST OPERATION

Playtest operations are the same as selecting "Play" from the Title Menu (see page 6 for detailed explanation). However, the Debug Menu option is only available during Playtest. You can use Debug Menu commands to check and change your game. The Debug Menu can be displayed by pressing the START button during Playtesting.

Note: You must first save the database (see page 50) before you will be able to save your play data. Make sure you save the database before playing your game.

DEBUG MENU

- **NORMAL**

Battle Encounters: Force-start a monster battle based on the encounter settings of the current map. Nothing will happen on a map where the encounters have not been set.

Current Map Data Settings: Check and change the environment settings and internal variables of the current map.

Variable Settings: Check and change the shared and internal variables.

Mode Number Settings: Adjust the mode number of characters and events, which are located on the current map.

Modify Story Settings: Adjust and check the story settings and shared variables. For the title and author, the settings can only be checked. For money, season, weather, time and lens flare, the settings can be adjusted.

Precious Item Settings: Give important items to party. Check the red highlighted item.

Character Data Settings: Adjust stats, items, special skills, and internal variables set for your character.

Modify Current Position: Change the current location of your party. Select the map and the detailed location you want to move to. You cannot assign your party to a location where they can't move.

Return to Editor: Return to the Main Menu and quit Playtest.

- **DURING BATTLE**

Force Victory: Forcefully finish the battle with a win.

Force Defeat: Forcefully finish the battle with a loss.

Force Game Over: Forcefully finish the battle with a game over.

Data Management

Game data created in the editor can be managed using the Data Management menu.

Note: In order to save and load your data, you must have a memory card (8MB) (for PlayStation®2) inserted into MEMORY CARD slot 1. MEMORY CARD slot 2 is not used.

LOAD

Load your saved database from a memory card (8MB) (for PlayStation®2) to the editor. Select the database you want to load and press the ⊗ button.

Note: If you are in the process of creating a game with the editor and load a saved database, the game you are creating will be lost. Be sure to save first!

SAVE

Save your created database to a memory card (8MB) (for PlayStation®2). RPG Maker 3 has slots for three saved databases. Select the slot to save the database and press the ⊗ button. If your memory card (8MB) (for PlayStation®2) does not have enough space, you will not be able to save your game data.

System Data

When saving, the options you set up at the Title Menu will be saved along with your game data. Only one system data set up is available per memory card (8MB) (for PlayStation®2), and it will be overwritten whenever data is saved. Saved system data is loaded when you boot RPG Maker 3, as well as when you load saved game data.

Saving Play Data

Play data, which records game process, can be saved and loaded just like your database. But, in order to save your play data, you must save or load your corresponding database in advance. Play data cannot be saved right after creating a new game or right after loading the sample game data. In these instances, you will need to save the database once in order to save play data.

DATABASE

Your created database access list is displayed in this menu. Select your data and press the ⊗ button to display each menu, and select "Edit" to edit the data. In addition, you can change the order of the database with the "Top-Down Order" and "Bottom-Up Order" options.

Troubleshooting

Q. I cannot make a new event with the Events option located in the Story and Rules section of the Main Menu.
A. Event Access from the Main Menu is only for editing an event that has been already placed. To make a new event, you need to first go to the Layout Editor located in The World section of the Main Menu. There you can create a new event by selecting a location for the event and placing it on a map.

Q. I placed a “Switch” special part in a dungeon, but nothing happens when I turn this switch on in the game.
A. The switch is used with an event. When creating events placed in the dungeon, you can use the Event Condition, "Dungeon Switch On" and "Dungeon Switch Off." By doing so, you can create an event that only happens when the switch is on or off.

Q. I placed a “Locked Door” special part in a dungeon, but the door is not locked in the game.
A. You need to first set up an item to open the locked door. To set this up, select the placed locked door in the Layout Editor. Then, you can assign a treasure that opens it.

Q. When creating a dungeon, sometimes stairways are placed without me creating them, or stairways that I have created disappear.
A. When you create a stairway, if it is upward, another stairway will be created on the upper floor, and if it is downward, it's created on the lower floor - they are managed as a pair. That is why if you erase one stairway, another one disappears.

Q. To create a character that becomes invisible at night, I've set the character’s nighttime display as “Off” with the character mode editor. However, when I play the game, the character is still displayed at night.
A. This can happen if the character has been on the same map since the daytime. This is because a map’s graphics only refresh at certain occasions, such as when moving from a different map or when displaying a menu. In order to do this correctly, you must first switch the daytime and nighttime by using an event code that changes the property of the map and then choosing the event code, “Refresh Display.”

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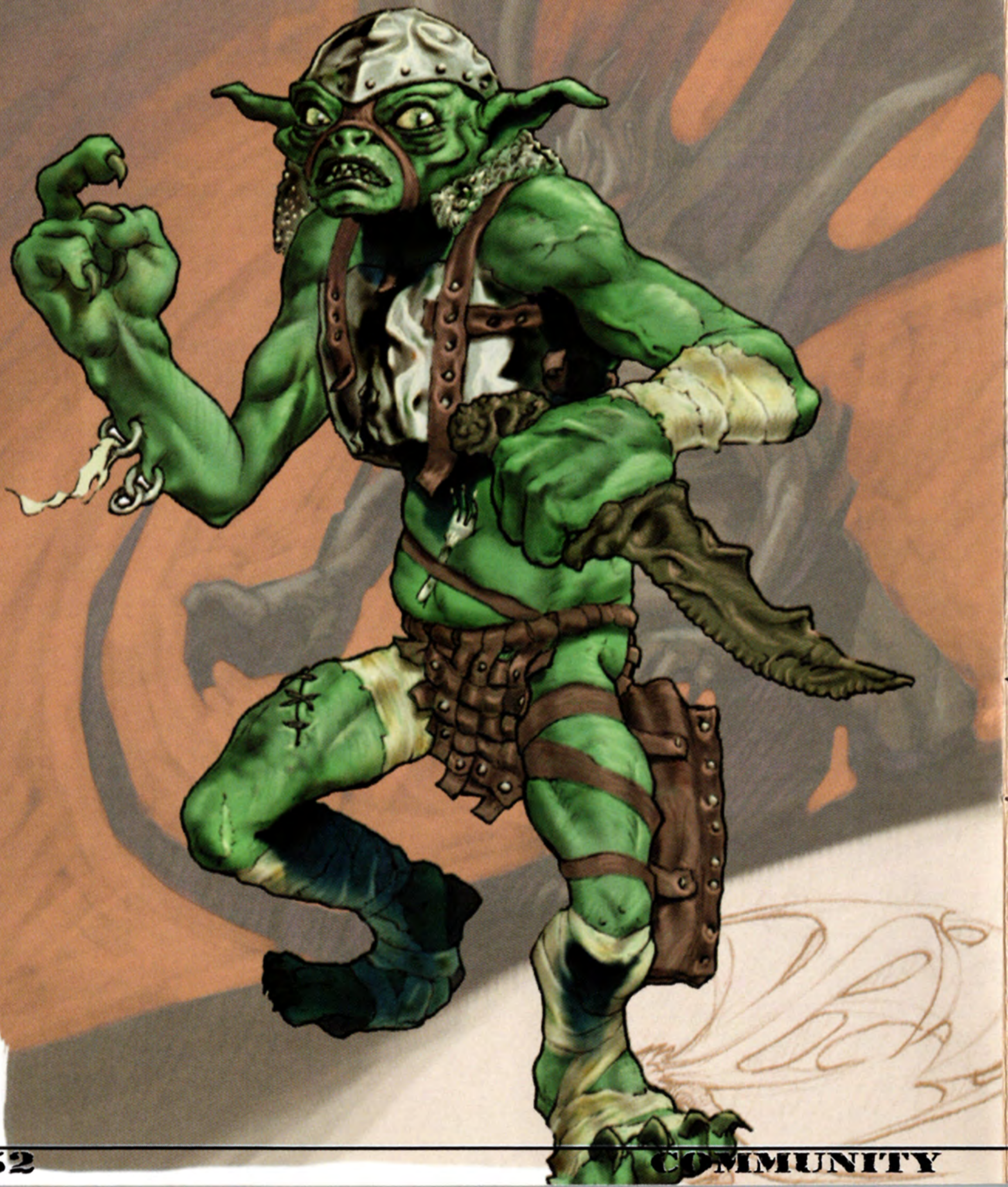

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